

ART & DESIGN/ART STUDIO (ARST)

ARST 201 Objects in Clay (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite; students in the SEEDS program can take ENGL 110, ENGL 111, ENGL 114, HUMN 151, HUMN 160, HUMN 288, PHIL 106, or SPAN 242 in place of WRIT 105. Restriction(s): Non-VSAR majors only; VSAR students should enroll in ARST 208. Students will learn the basics of ceramics techniques and become familiar with various methods of production. The evolution of clay materials and its uses will be explored. The assignments will cover basics clay construction of utilitarian objects as well as ceramic as sculptural objects. Satisfies Fine and Performing Arts GenEd requirement; satisfies SEEDS Creative Expression student learning outcome in alignment with Diversity and Intercultural Competency value.

ARST 202 3D and Extended Media (3 credits)

Prerequisite(s): WRIT 105 or HONP 100; students in the SEEDS program can take ENGL 110, ENGL 111, ENGL 114, HUMN 151, HUMN 160, HUMN 288, PHIL 106, or SPAN 242 in place of WRIT 105. Restriction(s): Non-VSAR majors only; VSAR students should enroll in ARST 209. An introduction to three-dimensional form, this course offers the basic skills, visual vocabulary and the material knowledge used in the development of an emerging sculptural practice. The emphasis of this course is developing a cognizant relationship of objects in space. Satisfies Fine and Performing Arts GenEd requirement; satisfies SEEDS Creative Expression student learning outcome in alignment with Diversity and Intercultural Competency value.

ARST 203 Accessory Design for Majors (3 credits)

Prerequisite(s): ARFD 100 or ARFD 124; and ARFD 104; and VIST 106 or VIST 102. Restriction(s): VSAR majors and minors, and FADM majors. This introductory course teaches students a broad range of technical and design skills necessary to create 3D functional objects from jewelry to accessory products. The class informs students how to use a number of various materials using templates or patterns to create and produce intricate forms. Through various project-based assignments and learning modalities using multiple perspectives from ideation to sketch iterations, students will gain the necessary skills for creating utilitarian and non-utilitarian objects.

ARST 204 Painting (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite; students in the SEEDS program can take ENGL 110, ENGL 111, ENGL 114, HUMN 151, HUMN 160, HUMN 288, PHIL 106, or SPAN 242 in place of WRIT 105. Restriction(s): Non-VSAR majors only; VSAR students should enroll in ARST 214. This course is an introduction to painting. The main purpose of the course's content is skill building. Subject matter of still life, the figure, abstraction and representation will be taught through various projects. Color, materials, concept and design elements will be explored. The course will focus on one specific concept and develop and iterate through that various painted representations. Assignments incorporate modes and elements of digital media. Reading, gallery and museum visits. Satisfies Fine and Performing Arts GenEd requirement; satisfies SEEDS Creative Expression student learning outcome in alignment with Self Discovery and Self Care value.

ARST 205 Photography (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite; students in the SEEDS program can take ENGL 110, ENGL 111, ENGL 114, HUMN 151, HUMN 160, HUMN 288, PHIL 106, or SPAN 242 in place of WRIT 105. Restriction(s): Non-VSAR majors only; VSAR students should enroll in ARST 215. This course focuses on photography as an art form and introduces students to both analog and digital photographic processes. The history of photography will be covered to provide context of medium's evolution within the world of art and design. Assignments explore the camera as a means for visual expression that not only frames but translates three-dimensional space into a two-dimensional images. Through a series of projects based on personal investigations, students will obtain a deeper knowledge of visual perception and photography as means for personal expression. Students will be able to build their skills and recognize the range of output possibilities. Reading, gallery and museum visits. Satisfies Fine and Performing Arts GenEd requirement; satisfies SEEDS Creative Expression student learning outcome in alignment with Diversity and Intercultural Competency value.

ARST 206 Printmaking (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite; students in the SEEDS program can take ENGL 110, ENGL 111, ENGL 114, HUMN 151, HUMN 160, HUMN 288, PHIL 106, or SPAN 242 in place of WRIT 105. Restriction(s): Non-VSAR majors only; VSAR students should enroll in ARST 216. This course introduces traditional printmaking techniques through projects. The course explores a number of topics, issues and processes of printmaking as a unique, one of a kind technique to the number of replicative iterations used in the various print disciplines. The process will be used as a bridge medium to explore topical issues relating to the multiple interdisciplinary ways in which this vehicle for artistic expression connects to other disciplines. Reading, gallery and museum visits. Satisfies Fine and Performing Arts GenEd requirement; satisfies SEEDS Creative Expression student learning outcome in alignment with Diversity and Intercultural Competency value.

ARST 207 Sculpture (3 credits)

Prerequisite(s): WRIT 105 or HONP 100; students in the SEEDS program can take ENGL 110, ENGL 111, ENGL 114, HUMN 151, HUMN 160, HUMN 288, PHIL 106, or SPAN 242 in place of WRIT 105. Restriction(s): Non-VSAR majors only; VSAR students should enroll in ARST 209. The course will focus on the figure (working from life) with auxiliary experiences in mold#making and casting. The materials will be clay (plasticine), plaster and armatures. Meets Gen Ed - # Fine and Performing Arts.

ARST 208 Ceramics for Majors (3 credits)

Prerequisite(s): ARFD 101 and ARFD 104. Restriction(s): Visual Arts majors and minors only. This course will cover the fundamental concepts, techniques and applications of ceramics for art majors. A variety of construction techniques (pottery wheel, coil, slab, and solid/hollowing method) will be covered as well as a range of possible surface treatments and glazes. Concepts of three-dimensional design, color, surface decoration as well as a range of sculptural approaches will be studied. Course content has both commercial and fine art applications.

ARST 209 Sculpture for Majors (3 credits)

Prerequisite(s): ARFD 104; and VIST 102 or VIST 106. Restriction(s): VSAR majors and minors. The field of sculpture is always expanding to include new materials, strategies, and belief systems. This hands-on course introduces the language of contemporary sculpture. Working with a range of materials and equipment, students will learn how meaning is communicated through material and form. Projects are designed within a context of historical to contemporary cross-cultural examples of sculpture and design through presentations, demos, and discussions. Materials include cardboard, wood, metal, plaster, and soft sculpture. Emphasis is placed on developing communication and problem-solving skills, critical thinking perspectives, and an ability to make and interpret visual art.

ARST 214 Painting for Majors (3 credits)

Prerequisite(s): ARFD 100 or ARFD 124; and ARFD 101; and VIST 102 or VIST 106. Restriction(s): VSAR majors and minors. This course explores the fundamentals of oil painting: color mixing, composition, tonal modeling, analyzing and critiquing artwork. In the first half of the semester, concentration is on painting from observation—still life, landscape and portrait painting—in order to familiarize students with the materials and processes of painting and to introduce them to the basic genres of traditional painting technique. In the second half of the semester students will design and execute two larger-scale paintings of their own design and conception.

ARST 215 Digital Photography for Majors (3 credits)

Prerequisite(s): ARFD 101; and VIST 102 or VIST 106. Restriction(s): Visual Arts Major or Visual Arts Minor. ARST 215 Digital Photography builds upon the image making principles established in the ARFD 101 foundation course. This course is designed to provide students with a comprehensive understanding of digital photography, emphasizing the use of Digital Single-Lens Reflex (DSLR) cameras, image editing software, an introduction to continuous light, and the process of digital printing. Through a combination of theoretical discussions, practical exercises, and creative projects in various photographic genres, students will develop technical skills and a nuanced aesthetic sensibility in the realm of digital photography.

ARST 216 Printmaking for Majors (3 credits)

Prerequisite(s): ARFD100 and ARFD101; VIST102 or VIST106. Restriction(s): All Department of Art and Design majors and minors. This course is an introduction to the various processes within the printmaking medium. Through this unique graphic language, the class explores expanding creativity and skill building using a number of techniques capable of producing multiple images from a single plate matrix. Printmaking is a bridge medium to other disciplines and assignments incorporate using both hand drawn and digital media. Students will gain a broader understanding of multidisciplinary, artistic expression through the class assignments, reading, exhibition and museum visits.

ARST 301 Integrative Studio I (3 credits)

Prerequisite(s): ARFD 100 and VIST 102; and ARFD 200 can be taken concurrently. Restriction(s): VSAR Majors only; Junior or Senior standing required. In this course students will develop ways of working with cross-disciplinary media as possibilities for the contemporary artist. It introduces students to the basics of visual, conceptual and theoretical language as they relate to multiple types of contemporary studio practice. Concepts and ideas are examined through diverse approaches. Works that engage with image, time, sound, interaction, collaboration, and/or performance. Students will be asked to respond to the material presented in class and draw from their own observations. Students will create substantial projects exploring the relation of current cultural trends and how these can be translated and subverted in their practice and will develop a vocabulary for subjects beyond visual art, with applications of critical thinking and making across disciplines.

ARST 303 Creating Graphic Novels (3 credits)

Prerequisite(s): ARFD 100, ARFD 102, or PRDN 110; and ARIL 261, ARFD 200, ARST 204, VCDS 201, ARTX 201, or PRDN 201. This course explores how to design and write a graphic novel, an influential medium for both conventional and alternative storytelling. Students will write, design and execute their own 15- to 25-page graphic novel, developing strategies for visual storytelling and discovering a variety of approaches to building a narrative. The course will delve into the history of comics and graphic arts, introduce students to a variety of drawing modes and narrative approaches and show them how to visually analyze popular graphic novels. Readings will include classic and contemporary works by such renowned artists and writers as Alison Bechdel, R. Crumb, Art Spiegelman, Emil Ferris, Marjane Satrapi and Alan Moore. May be repeated for a maximum of nine credits.

ARST 305 Commercial Photography (3 credits)

Prerequisite(s): ARPH 201 or ARST 215. Workshop-based course in problem-solving for a variety of commercial photography applications. Fashion, product, art reproduction, and in-situ applications will form the principal subjects of the class. Continuous, found, mixed and strobe lighting techniques will be explored alongside the diffuse-reflective model of light. Visual and technical fidelity through the photographic workflow will be explored, as well as the role of expressive image making and creativity in a client-based context. Workshop-style sessions on the crafting of commercial set ups will provide practical techniques in handling light, and other photographic issues as well as finessing the subject. A module on contracts will provide understanding of commercial work's legal issues. The class will be supported with field trips to commercial studios and visits from photography professionals. Students will create a portfolio of commercial work. Equivalent course ARPH 463 effective through Winter 2022.

ARST 308 Aural Electronics (3 credits)

Prerequisite(s): ARFD 200. Blending electronics, sound, and sculpture, this class focuses on the creation of simple analogue audio circuits. Starting from the most basic concepts, an investigation into the creation and modulation of audio is undertaken with the practical approach of the artist. Emphasis will be on the craft of making, a spirit of investigation, and the creative cannibalizing of salvaged electronic devices.

ARST 309 Art and Games (3 credits)

Prerequisite(s): ARFD 200. From the surrealist 'exquisite corpse,' through fluxus' many playful interactive art games, to Cory Arcangel's 2002 'Super Mario Clouds', and Cao Fei's 'RMB City (created in the early immersive platform Second Life), games form a consistent thread as an art-making practice. This studio class will begin with 'table top' models and explore mechanics and the aesthetics of games-as-games, and games-as-art and move into modding and video game creation. Students will work collaboratively in small groups to create analog and video games in an art-making context.

ARST 310 Experimental Screen Printing (3 credits)

Prerequisite(s): ARST 216. Restriction(s): Art and Design Majors and Minors only. Building upon students previous knowledge of printmaking, screen printing provides an innovative framework for both traditional and digitally generated methods towards the creation of experimental works. Students will begin by exploring monoprint techniques using a wide range of tools from hand-cut stencils to drawing & painting on screens as they progress to more complex photographic, digital and hand drawn applications to produce editions. This course encourages multiple ways to utilize the medium in other major studio disciplines along with an array of materials and versatile substrates from paper to textile surfaces. Equivalent course ARPM 262 effective through Summer 2025.

ARST 312 Art Forum (3 credits)

Prerequisite(s): ARFD 200. This course examines contemporary issues in art and design within local, regional, and global contexts. The course principally consists of lectures from artists and designers, alumni, and academics. Thematically grouped lectures provide students with a cross section of contemporary practice, criticism, and theory in art and design fields. Extending their existing knowledge from previous art and design history courses, students will utilize their research skills in formal papers and presentations (visual and oral) to expand upon and contextualize the theme of the course's lecture series. Equivalent course ARST 412 effective through Winter 2022.

ARST 321 Ceramics and Digital Prototyping (3 credits)

Prerequisite(s): ARFD 200, ARST 201, ARST 202, ENTR 201 or ENTR 260. This class will explore the design and creation of objects in both the digital and physical environment. Using prototyping, 3D modeling, 3D printing and CNC, mold making, and slip casting ceramics students will bridge the gap between the digital and physical. Students will work with 3D modeling software to create unique designs. They will learn about modeling and optimizing models for 3D printed output for ceramic objects. The class will move onto parametric and generative design techniques for creating ranges of designs. These designs will be used to create physical objects with the use of various sorts of 3D printers. The class will explore various ceramics techniques and making processes that can best exploit 3D printing qualities such as plaster molds, slip cast ceramics, surface treatments such as decals and luster firings.

ARST 322 Visual Programming (3 credits)

Prerequisite(s): ARFD 106 and ARFD 200. The class explores key practices in interactive media: installations and performance, and data sonification and visualization. The fundamental concepts of digital interactive software are explored and used to develop an understanding of, and skills in, visual programming concepts. Projects will explore audio synthesis, generative modeling and animation, virtual physics simulation, and the exploration of data resources. The class will culminate in creating interactive art installations and performance projects.

ARST 402 Integrative Studio II (3 credits)

Prerequisite(s): ARST 301. This project-based course develops the creative processes associated with artistic production, with emphasis on research, design and presentation. Four projects over the semester are crafted to introduce practical and theoretical systems from which each student builds a strong foundational methodology for an advanced creative art and design practice. Each successive project enables the development of practical and theoretical skills, which include resourcing and interpreting information, creative problem solving, application and execution of a work and finally a critical presentation. The assignments focus on the formation of ideas and formal strategies of two-dimensional and three-dimensional form through techniques and media. Supplemental lectures, readings, and exercises expose students to various methods of inquiry that explore visual hierarchy, compositional strategy and other fundamental aspects of two-dimensional form. Equivalent course ARST 311 effective through Summer 2022.

ARST 403 Integrative Studio III (3 credits)

Prerequisite(s): ARST 402. This course completes the integrative studio sequence and the transition from assignment-based projects to a self-directed, research-based approach to art making. Students will develop cross-disciplinary practices within the context of contemporary art discourses, and culturally significant events and objects. A visual thesis will be developed and two or more long term projects created, which will culminate in the exhibition and defense of a coherent body of work. Equivalent course ARST 401 effective through Summer 2022.

ARST 404 Integrative Studio II (3 credits)

Prerequisite(s): VIST 102, VIST 106, and ARST 301 with a C- or higher; and VIST 205 can be taken concurrently or as a prerequisite; and complete two of the following: ARST 203, ARST 208, ARST 209, ARST 214, ARST 215, ARST 216. Restriction(s): VSAR Majors only; Senior standing required. This project-based course deepens students' creative processes by exploring material techniques within a context of research and presentation. Course projects are designed to develop practical and theoretical skills, including resourcing and interpreting information, creative problem solving, individual and collaborative work, reflective skills for effectively using feedback, and finally a critical presentation. Supplemental lectures, readings, and exercises expose students to various methods of inquiry that explore visual hierarchy, compositional strategy and other fundamental aspects of contemporary art media.

ARST 406 Integrative Studio III (3 credits)

Prerequisite(s): ARST 301 with a C- or higher; and ARST 401 or ARST 404 with a C- or higher; and VIST 102, VIST 205, and ARST 312. This course completes the integrative studio sequence and the transition from assignment-based projects to a self-directed, research-based approach to art making. Students will develop cross-disciplinary practices within the context of contemporary art discourses and culturally significant events and objects. A thesis project will be developed and two or more long term projects created, culminating in the exhibition and defense of a coherent body of work.

ARST 411 Integrative Studio IV (3 credits)

Prerequisite(s): ARST 401. This course culminates the sequence of courses that explore contemporary artistic practice. The Integrative Studio courses are modeled on studio experimentation, material and process experiments, artistic research, and daily studio practice. IS IV asks each student to create a body of work, in any medium(s), that uses studio research and explores a coherent and developed set of ideas. The student will develop their ideas and works through iterative making and in conversation with faculty, class peers and visitors. The work will be documented and promoted and exhibited at the end of the semester. At the end of the semester, each student will be able to contextualize their body of work. The contexts could include relevant contemporary influences, artistic predecessors, aesthetic, historical, intellectual research, or other types of context. As part of the process of developing an understanding of contemporary practices there will be frequent critiques, and artist lectures, museum and gallery visits.

ARST 450 Professional Practices in the Visual Arts (3 credits)

Prerequisite(s): ARST 301. This course focuses on transitioning from academic life into professional practice as a working artist. During the class you will create/refine your portfolio & website; develop strategies for understanding and building networks; and apply to artist opportunities (grants, exhibitions, residencies, etc). Individual strategies will be explored as they relate to each student's nascent practice. Through writing assignments, you will develop your artist statement and learn appropriate language and ideas for various types of applications. Invited artists will offer their own methods and process and describe how those fit into their professional artistic life. You will research other artists' careers and abstract them as models for potential routes into your artworld.